PLAYER'S GUIDE

FREE! 24 PAGE GUIDE!

TUNNEL B1

Welcome to this, the most comprehensive Tunnel B1 guide you'll find anywhere on the planet! Not only will you find a breakdown of all the missions and their various objectives, but you'll be able to see the full mission maps in all their glory! Enjoy.

PRIMARY WEAPONS

MACHINE GUN *This basic, weak weapon requires no ammunition and is the fall back support for your craft. Upgrades available: Twin Barrel and also a Triple Barrel.*

ROCKET *Standard rockets affect a burst area upon impact. Any craft, even the player's, will take damage if caught within this area. Upgrades available: Twin Rockets and Seeking Rockets. Seeking Rockets can be locked onto a target before firing, and are able to attack around corners.*

MISSILE *Similar to Rockets though they have the advantage of being smaller and far more manoeuvrable. Upgrades available: Twin Missile and Seeking Missile. The Seeking Missiles can be locked onto a target before firing, and are able to attack around corners.*

ARGON LASER *The Argon Laser is primarily used to deplete an opponent's shield capacity, but causes a relatively small amount of damage to the target craft itself. Upgrades available: Twin Laser and Neon Laser. The Neon Laser inflicts twice the normal damage.*

OBJECTIVE RATINGS

The many and varied mission objectives set for each level of Tunnel B1 receive a rating based upon their importance. **RED** objectives are the **PRIMARY** objectives that **MUST** be completed. **YELLOW** objectives are **SECONDARY** objectives that really should be completed, while **GREEN** objectives are **OPTIONAL** objectives that, while not essential to the mission's success, will certainly help the player with weapons and bonuses.

SECONDARY WEAPONS

FLARES *When an opponent uses Seeking Rockets, firing a Flare will attract them away from the player's craft and leave you intact.*

MINES *Useful for detonating other minefields, blowing doors, containers and generators, or as a strategic aid in regular combat. Mines are deployed directly in front of the player's craft and will continue to bounce in the direction the player was moving when launched. Deploy while travelling at speed and the mine will fly into the distance, while static mines can be 'kicked' into place using the player's craft.*

SMART BOMB *Affects both craft and firepower in a wide area burst. Only strong armour plating or shields can withstand a Smart Bomb explosion.*

SUPER SMART BOMB *Five individual components must be assembled to create the Super Smart Bomb. These releases ten times the energy harnessed by the regular Smart Bomb. Only the very strongest opponents can hope to withstand such a savage attack.*

OTHER PICK-UPS

TIME *Adds vital seconds to help complete time-dependent levels. EXTREMELY important in all levels featuring Reach Time Goal objectives.*

BOOSTERS *Collect these for extra speed boosts (to a maximum of three). Once activated, Boosters will fire for a short time before your craft resumes its normal speed. If the craft comes to a halt while a Booster is active, the Booster button can be tapped again for a quick burst of acceleration at the cost of some Booster energy. The percentage of Booster energy remaining is shown by a counter beneath the Booster icons (under the main timer at the very top of the display screen).*

ENERGY *Replenishes depleted energy levels.*

INDUSTRY LEVEL 1

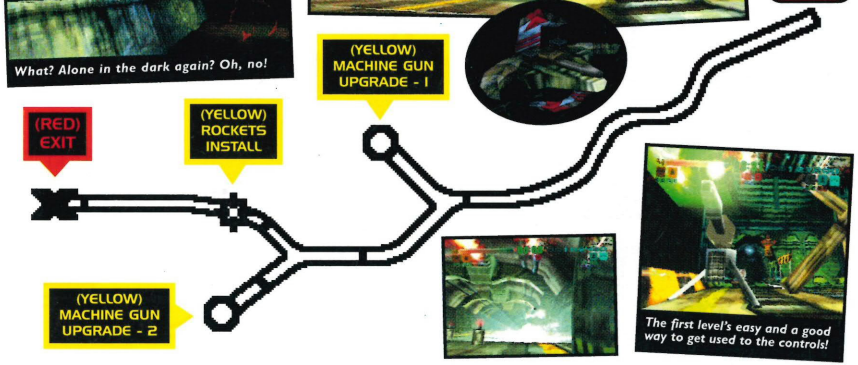
OBJECTIVES

Yellow Objective: Collect Machine Gun Upgrade #1 from pod
Yellow Objective: Collect Machine Gun Upgrade #2 from pod
Yellow Objective: Destroy Large UPD Vehicle
Yellow Objective: Collect Rocket Install
Red Objective: Exit Level

Blow these suckers up for enhanced power-ups! Bok!

Being the first level, this is nothing more than a good opportunity to get used to the feel of the craft, become accustomed to the slightly unusual viewpoint, and to practice strafing. The best way to kill the large UPD vehicle found on this level is to keep your distance and strafe left and right to avoid bullets. DO NOT leave this level until you've collected both Machine Gun upgrades and the Rocket Install.

What? Alone in the dark again? Oh, no!

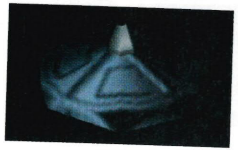


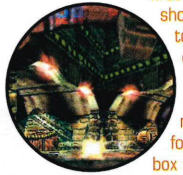
The first level's easy and a good way to get used to the controls!

INDUSTRY LEVEL 2

OBJECTIVES

Green Objective: Collect Rockets
Green Objective: Destroy Radiation Box
Yellow Objective: Collect Flares Install from pod
Red Objective: Destroy Helicopter
Yellow Objective: Collect Mines Install
Red Objective: Exit Level





(RED) HELICOPTER LEAVING

(RED) EXIT

(YELLOW) MINES INSTALL

(YELLOW) FLARES INSTALL

(GREEN) ROCKETS

(GREEN) RADIATION BOX

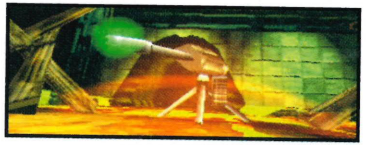
START

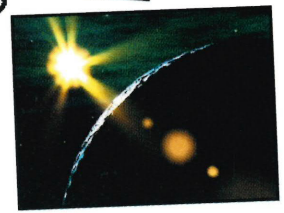
The best way to destroy the small UPD found on this level is to keep moving so he can't lock on with his Rockets. When destroying the radiation boxes (one of the Green objectives found in the first left fork) only shoot when up close to ensure power-up collection. Through the last door there is a fork in the road. Take the left fork for a radiation box and ten extra Rockets, then turn around and face the way you came from. The chopper will patrol this area but will land in the centre of the fork. As soon as it lands, set off five deadly Rockets — remembering to strafe left and right. After this head straight for the end of the level down the right fork.

INDUSTRY LEVEL 3

OBJECTIVES

Yellow Objective: Collect Rockets from pod
Red Objective: Reach Time Goal
Red Objective: Exit Level





(RED) TIME GOAL

5

(RED) EXIT

TIMER START

START

(YELLOW) ROCKETS

As you pass through the door that starts the timer ticking, it'll close behind you forcing you to hurtle down the following section of track (featuring a tight left bend followed by a right bend). The next section has a circular section which should be visited to set off three pressure pads responsible for opening the door just off the 'roundabout'. Enter this passageway to collect a speed Booster. These pressure pads will also activate the door back near the start which is protected by cross members. This door is the only one you will NOT be able to open.

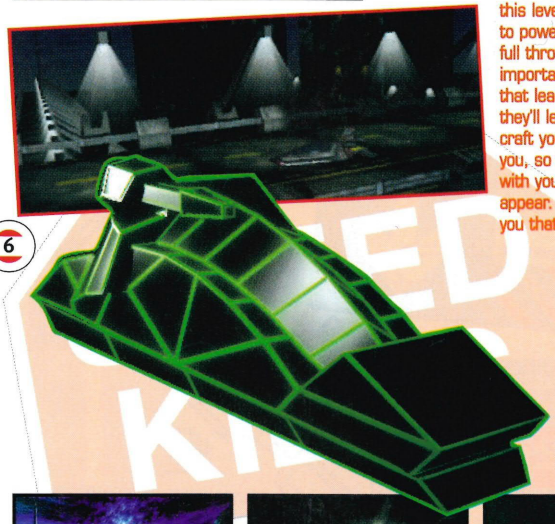
NB. Only use your newly acquired Booster if you have been badly delayed in the timed section. Otherwise preserve it for more deserving sections.

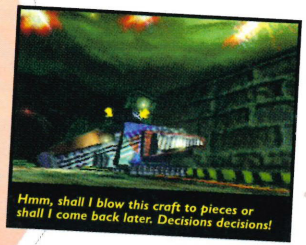
INDUSTRY LEVEL 4

OBJECTIVES

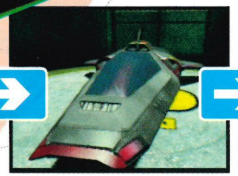
Yellow Objective: Collect Booster from pod
Red Objectives: Reach Time Goals (6)
Red Objective: Exit Level

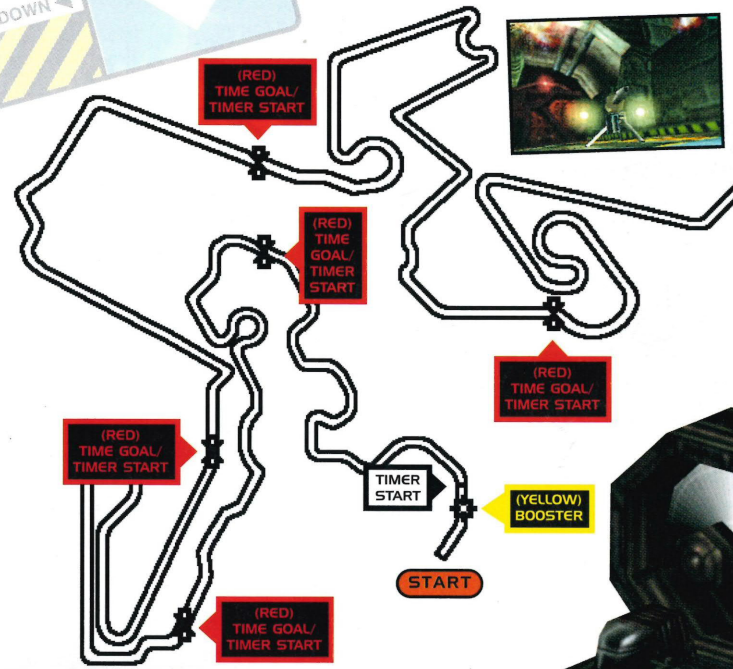
One look at the map will show that this is a nightmare of a red objective race! At the start of this level — before you trigger the timer countdown — you **MUST** collect the Booster as the last timed section of the level is impossible without one, and if you don't manage to collect another during the race, it'll save your life! Because there are so many timed sections on this level it's also very important that you learn to power slide and drift around the corners on full throttle to save time. It's also very important that you destroy the small UPD craft that lead you along the timed sections as they'll leave further Boosters. The first two craft you'll encounter will lay mines in front of you, so the best tactic here is to shoot them with your Machine Gun the moment they appear. Like you really needed a tip book to tell you that, eh?





Hmm, shall I blow this craft to pieces or shall I come back later. Decisions decisions!

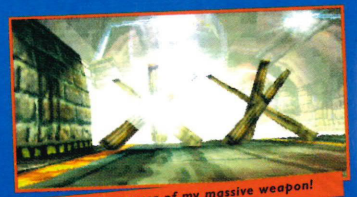




TUNNEL LEVEL 1

OBJECTIVES

Red Objective: Reach Time Goals (2)
Red Objective: Destroy Generator
Yellow Objective: Collect Seeking Rocket Upgrade from pod
Yellow Objective: Collect Argon Laser Install from pod
Red Objective: Exit Level

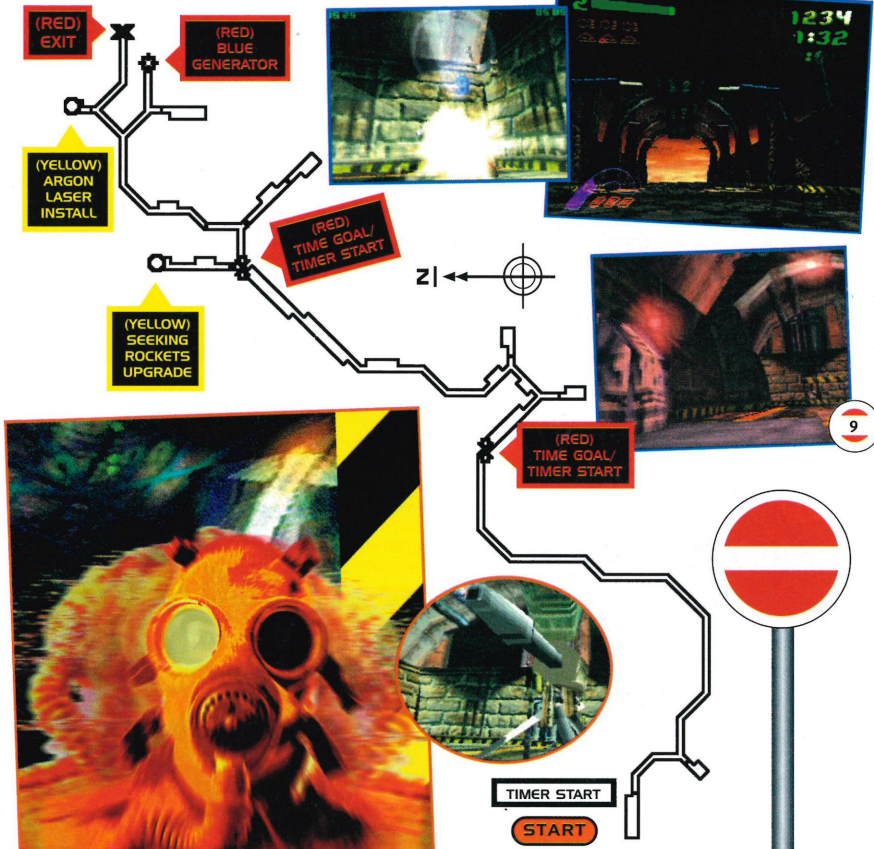


Bok! Feel the power of my massive weapon!

Bizarre atmospheric conditions or what!

Have you ever had that deja vu feeling?

This level starts with a timed section that CAN be completed without a Booster if you just head straight for the second waypoint. If, however, you choose to take the first right turn (to collect the bonuses there) you'll then need to use one of your new found Boosters to beat the time limit. From the second timer start you'll either need to be very quick in collecting additional bonuses or simply head straight for the next marker to make it without using a Booster. The time is VERY tight for this section! Once this section is complete, the rest of the level can be completed at your leisure, so take the immediate left fork to collect the Seeking Rockets upgrade and then head for the blue generator. Destroy this and you can access the Argon Laser Install found in the last passageway before the exit.

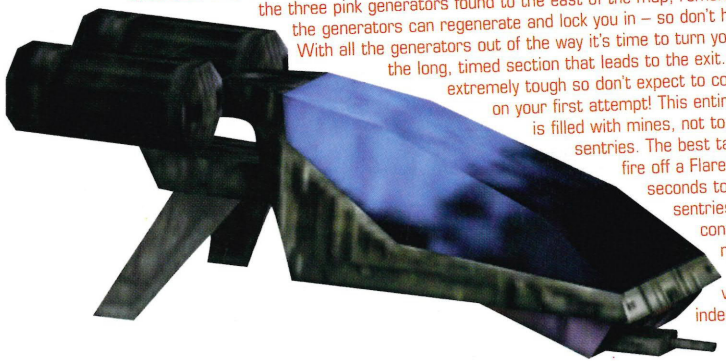


TUNNEL LEVEL 2

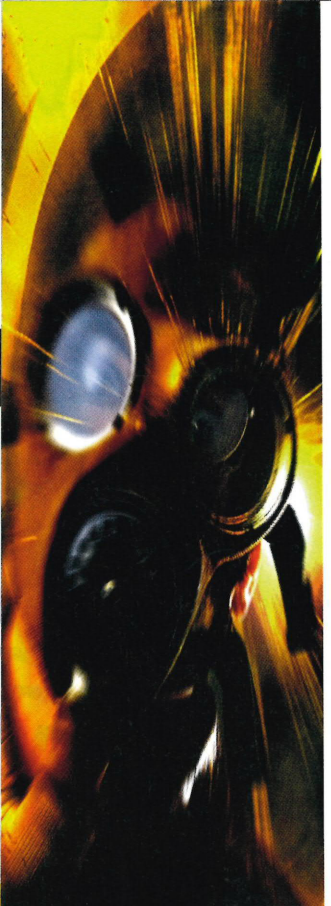
OBJECTIVES

Red Objective: Reach Time Goal
Yellow Objective: Collect Missile Install from pod
Red Objectives: Destroy Blue Generators (2)
Yellow Objective: Collect Seeking Missile Upgrade from pod
Red Objectives: Destroy Purple Generators (3)
Red Objective: Reach Time Goal
Red Objective: Exit Level

This level has a fairly complicated layout, but also offers a Missile Install and a Seeking Missile upgrade. From the starting position go: left, right, right, left and destroy the two blue generators at the end of the passageway. You'll then be able to return to the main corridor (through the now accessible blue doors) and collect the Seeking Missile upgrade. You should now head towards the three pink generators found to the east of the map, remembering that the generators can regenerate and lock you in – so don't hang about! With all the generators out of the way it's time to turn your attention to the long, timed section that leads to the exit. This is extremely tough so don't expect to complete the run on your first attempt! This entire timed section is filled with mines, not to mention flying sentries. The best tactic here is to fire off a Flare every five seconds to keep the sentries busy, while you concentrate on negotiating the mines very, very carefully indeed!



Select your map option and you get to see at least a little of the level. Hey, it's better than no help at all!

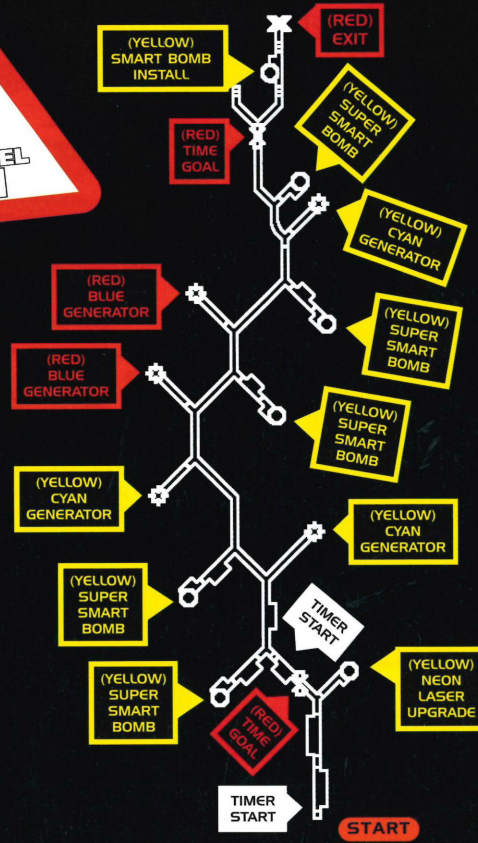


TUNNEL LEVEL 3

OBJECTIVES

Yellow Objective: Collect Neon Laser Upgrade from pod
Red Objective: Reach Time Goal
Yellow Objectives: Destroy Cyan Generators (3)
Red Objectives: Destroy Blue Generators (2)
Yellow Objectives: Collect Super Smart Bombs from pods (5)
Red Objective: Reach Time Goal
Yellow Objective: Collect Smart Bomb Install
Red Objective: Exit Level

As you can see from the map, this level is doing it's very best to tempt you away from exiting the level with tons of weapon upgrades and Super Smart Bomb pieces. If you are attempting to collect the Neon Laser upgrade from the first right fork. You **MUST DO IT QUICKLY** or you won't make it to the first timer checkpoint. Remember; the yellow objectives **ARE NOT** necessary for success and, in fact, if you want to ensure finishing the level, you should ignore the first part of the Super Smart Bomb (the the first left fork) and the cyan generators. You should instead head for the first blue generator (fourth left) and destroy this before moving on to the second blue generator (fifth left). This will open the door to the exit. Once you've passed through the time goal you should go right at the fork in the road full of orange radiation but then stay back in the corridor, picking off targets ahead with your Argon Laser. Before leaving this level you should make sure that you collect the Smart Bomb Install found in the left lane.



Let's look through the round window!

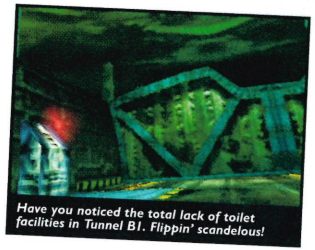
Er, does this mean no entry?

TUNNEL LEVEL 4

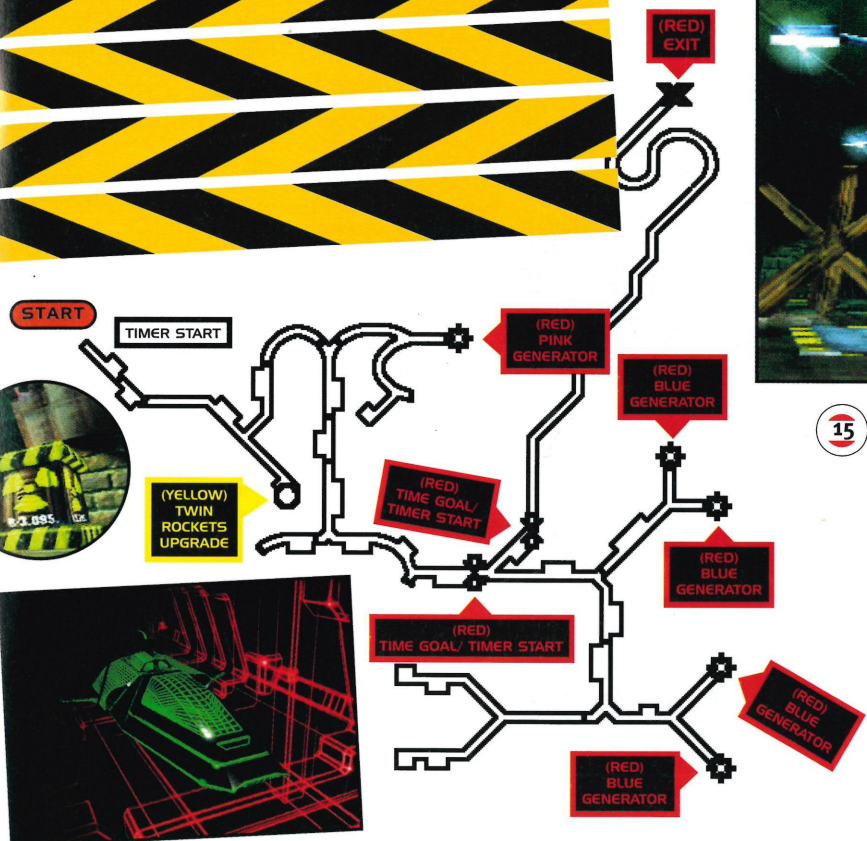
OBJECTIVES

Yellow Objective: Collect Twin Rocket Upgrade from pod
Red Objective: Destroy Purple Generator
Red Objective: Reach Time Goal
Red Objectives: Destroy Blue Generators (4)
Red Objectives: Reach Time Goal
Red Objective: Exit Level

From your starting position you should pass the first turning on the left, instead of continuing into the dead-end where you can collect a Twin Rocket upgrade. From here you should double back on yourself and head for the pink generator (referred to as a purple generator in the objectives for some reason). Destroy this and then head back again, taking the first left fork — to collect a hidden Smart Bomb pick-up — before travelling back up the passageway, turning left and then left again. You'll now be travelling south down what appears on the map as a vertical stretch of tunnel. In the middle of this section you'll encounter a tank equipped with a radiation shield. As soon as you see this tank launch a Smart Bomb. This should destroy it instantly. At the end of this section you should turn right for the extra pick-ups there, before heading back east, and on to the time goal. Immediately after the timer start there is a left turn which you should ignore, instead heading for the two blue generators in the bottom-right area of the map. Destroy these and you'll gain access to the two blue generators up and to the right of this area. By destroying these you'll open the door to the exit, as well as open the door to the section at the bottom left of the area. This can then be plundered for the pick-ups within. This entire timed section CAN be completed without the use of a Booster, although the final run to the exit **WILL** need the use of a Booster for success.



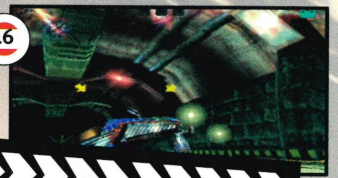
Have you noticed the total lack of toilet facilities in Tunnel B1. Flippin' scandelous!



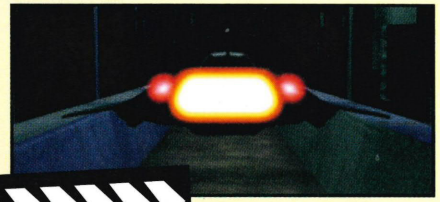
SEWER LEVEL 1

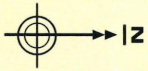
OBJECTIVES

Red Objective: Reach Time Goal
Red Objective: Destroy Red Generators
Red Objectives: Reach Time Goals (2)
Red Objective: Exit Level



There's one simple rule for this level: Don't hang about! If you choose to enter any of the rooms you **MUST** get in and out as fast as possible. If you don't keep moving the Walker will catch you very quickly and hit you with multiple Mines and Missiles (and that's not a good thing!) Once you trigger the first timed section it's a simple race against time to get to the time goal. You are then relieved of the pressures of a time limit but need to blow your way through the following doors with standard Rockets. If you fire before the gate actually comes into view it'll be blown before you get there, and you'll be able to pass straight through without wasting any time. If you're feeling cocky enough and have time to spare, you might even want to collect the Smart Bomb pick-up that appears before you come to the red generator. As you approach the aforementioned generator, fire a Smart Bomb but keep going. Make sure the generator is destroyed, but don't waste time hanging around! Once round the right hard bend, remember to be quick if you plan to go into any of the rooms off the tunnel. There are then more timed sections with a chasing walker, so keep running — **DON'T** try to fight it until near the end of the section! Here you'll find yourself trapped with the walker in a final room. It can be warned off with three or four Smart Bombs, and then chased out of the exit. Just keep one eye on the exit while you waltz with the walker, eh?





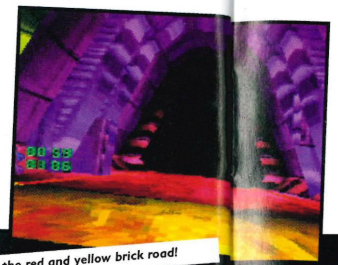
SEWER LEVEL 2

OBJECTIVES

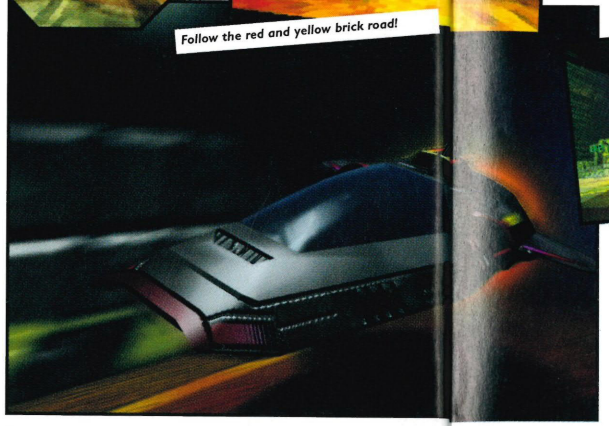
Red Objective: Destroy Blue Generator
Red Objective: Reach Time Goal
Red Objective: Destroy Walker
Red Objective: Exit Level

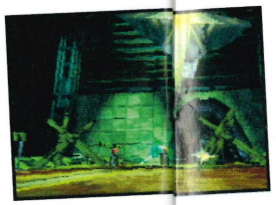
This level features a lot of enemies with heat-seekers, so be prepared to use flares throughout, and **NEVER** stop going forward at all times. After a relatively feature-free stretch of tunnel you'll trigger a timed section and then come upon the level's single blue generator. As with Sewer Level One, fire ahead to pass through the already-destroyed generator (again, making sure that it is properly destroyed, but not wasting time). The following wide section in the corridor contain Smart Bombs which you **WILL** need at the end of the level. After completing the time goal you'll once again be trapped in a room with the walker. This time the walker **CAN BE DESTROYED** with Smart Bombs, allowing you to then exit the level. The walker will occasionally drop Radiation boxes. If you can pick these up within the countdown you'll be rewarded with extra energy, otherwise they'll discharge radiation.

Be careful! This chap would like nothing more than to blow your ship into bits!



Follow the red and yellow brick road!





(RED) WALKER

(RED) TIME GOAL

(RED) EXIT

(RED) BLUE GENERATOR

TIMER START

START

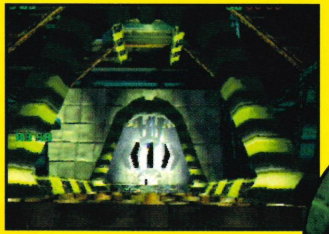
One minute you're charging down a dark tunnel, the next your blowing all-manner of enemy into small bite-size pieces!

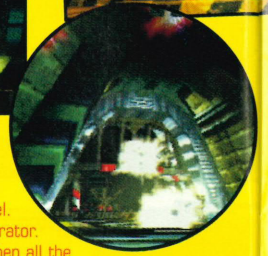
SPEED KILLS

CHEMICAL LEVEL

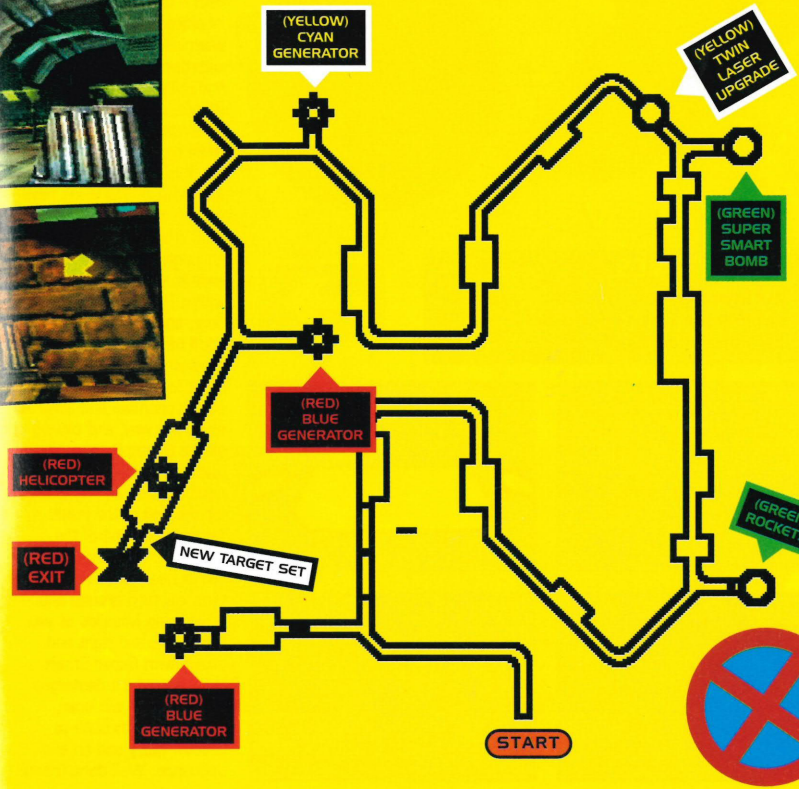
OBJECTIVES

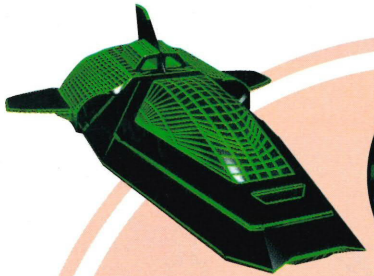
Yellow Objective: Collect Twin Laser Upgrade from box
Yellow Objective: Destroy Cyan Generator
Red Objective: Destroy Blue Generator
Red Objective: Destroy Red Generator
Red Objective: Destroy Helicopter
Green Objective: Collect Super Smart Bomb from pods
Green Objective: Collect Smart Bomb, Mines, Missile and Laser Ammo from pods
Red Objective: Exit Level





Though the map shows you as starting right next to the red generator, the best tactic here is to take the first right turn and follow this right the way round to the cyan generator (ignoring the various temptations along the way!) Destroying this cyan generator will disable the shields on **ALL** the enemies inhabiting the level. You should now carry on round the level anti-clockwise and destroy the blue generator. This will open the door to the red generator and — yes, you've guessed — it's then all the way back to the left of your original starting position to destroy that! You should then head back to the level's exit (and, if you can bear it, keep ignoring the various side turnings!) where you'll encounter a red chopper. Get as close as you can to the chopper and destroy its shields with a Smart Bomb before finishing it off with Missiles or Rockets. The door to the exit will then open, but **DON'T GO THROUGH**. Instead you should head back into the level where (at last!) you can fulfil the green objectives — namely collecting the Super Smart Bomb and Missiles. Then just pop round the level and out of the exit.

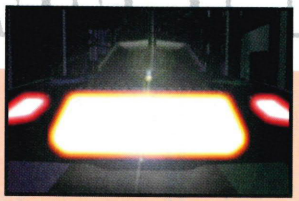




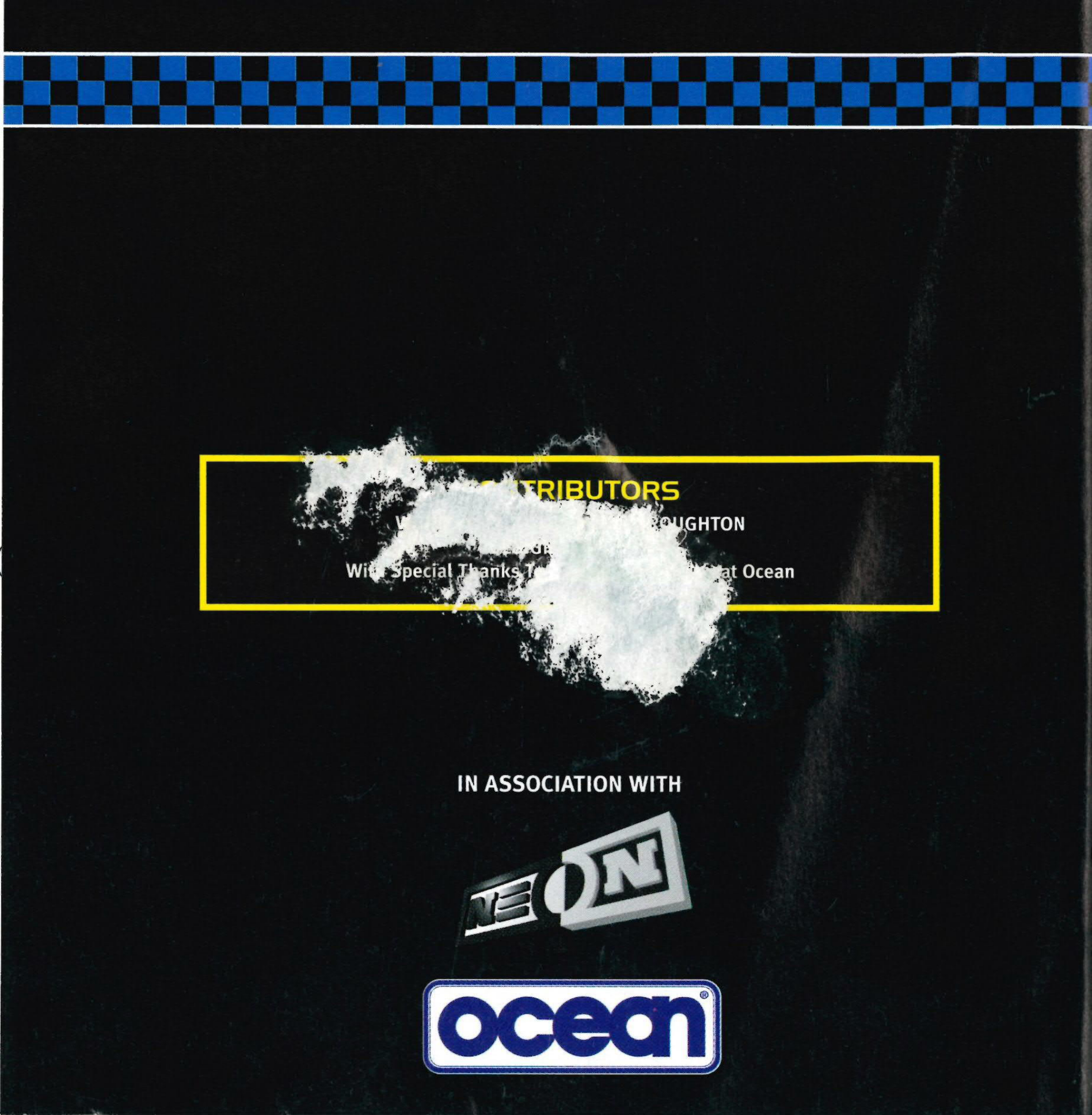
CITY LEVEL

OBJECTIVES

Red Objectives: Destroy Door Mechanisms (3)
Red Objective: Destroy Helicopter
Red Objective: Exit Level



Well gang, we're almost there! This final level starts with a timed section inhabited by floating enemies. Lock onto these with one Rocket or Laser, and collect the Super Smart Bombs they leave behind when destroyed. You **WILL NEED** to pick all of these up, but it must be done while on the move or you won't have enough time to finish the level. The next feature you'll encounter is the door switch; which must be hit with a Rocket (one opens the door, one stops the timer — you'll have to learn which does which!) From here you must follow the tunnel, killing all the enemies and sentries along the way, and picking up all the Smart Bombs (and just to let you know, you'll need at least twenty Bombs for the end of the level!) Towards the end of the tunnel the chopper that you've been following all this time will turn around and start firing Missiles at you. Strafe left and right and attack with Super Smart Bombs until it's destroyed. The end door will open, allowing you through to greater glory and an end sequence. Well done friend!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